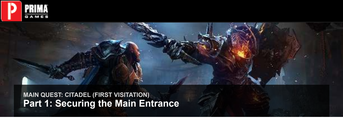


NORTHERN MONASTERY WING AND CELLAR (FIRST EXPLORATION)

Optional Quest Steps: None

Available Activities

Audio Note: Monk Notes

Audio Note: The Sick

Audio Note: The Guard

Lord's Hidden Weapon: Persistence (Enhanced)

Secret Room: Bookcase Alcove

Enemies:

Rhogar Marauder x2

Infested (Axe) x9

OBJECTIVES

Locate Antanas in the Keystone Monastery

Antanas has been hiding in the Keystone Monastery because of the Rhogar Invasion. Find him and aid him in his quest.

You enter the Citadel along with Kaiso, just in time to witness the aftermath of a Rhogar massacre. Your battle begins immediately, as a Rhogar Marauder drops in from an upper balcony. Prepare to face him!

NOTE

Harkyn's archetype for this guide is the Warrior (using Brawling Magic and with Strength and Vitality as key attributes). However, all tactical advice applies to whatever archetype you choose; only Magic is separated by Class.

ENEMY: RHOGAR MARAUDER

Attacks

Wide Swing: A fast, 180-degree axe swing followed by a returning backward swing.

Execution: A large, powerful, vertical axe swing, executed from above his head, hitting the ground with a heavy crash.

Unique Attack

Thunder Charge: A quick sprint toward you while swinging his axe wildly.

As you approach the Marauder, you receive some basic tutorial advice regarding the following:

Approaching the enemy.

Focusing by locking onto the enemy (do this for every battle, or you attacks usually miss!).

Blocking an incoming attack with your shield.

Timing counter attacks just after a block (stagger a foe to create a Time Window – which is different depending on the enemy – when you can easily strike. Remember weapons have different moves sets, so not all strikes fit all Time Windows).

Chaining normal attacks into combos (using Light and Heavy attacks, and good timing).

Evasion: Dodging an enemy's attack, with a roll or a sidestep. The former uses energy, but makes you invincible during the roll (though you're not when you start or finish the roll).

Strikes and Risk: Executing heavy attacks and accessing the risk for inflicting follow-up attacks.

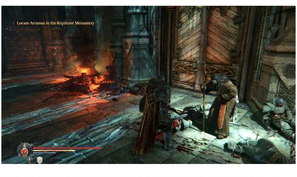
Management: Watching your energy bar, and how it regenerates, and learning where your Health (red), Energy (orange), and Magic (blue) bars are; and that they can be levelled up.

After the tutorial, the Marauder isn't usually retaliating with attacks, so quickly finish him with two stringed hits or a heavy attack. After combat, the Marauder may leave a shard behind.

TIP

Learn to look onto an enemy, and move behind him before executing an attack. Time it correctly, and you deal out a backstab that inflicts huge damage (but takes time to complete, so watch out if you attempt this while other enemies are attacking).

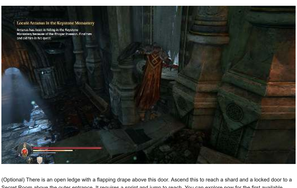
You find shards after slaying random foes, hiding inside chests, and floating in specific locations. Improve your chances of better loot from dead enemies by adding Attribute points to your Luck.



(Optional) You may wish to follow your magician friend up to the scene of the massacre, and speak with him about the gigantic doors that are firmly locked. There are four conversations you can have, all yielding some interesting (but noncritical) information. When you're done, inspect the balcony to the right of Kaisis for your first Audio Note, a glowing and floating scroll. Then head back down the stairs to the door near to where the Marauder landed.

NOTE

Audio Notes hold Lore information, which you can access from your Inventory screen.


Locate Antanas in the Keystone Monastery
Retrace the hunt of Rhogar in the Northern Monastery Wing of the Stone Fortress. Find an old soldier in the cellar.

(Optional) There is an open ledge with a flapping drape above this door. Ascend this to reach a shard and a locked door to a Secret Room above the outer entrance. It requires a sprint and jump to reach. You can explore now for the first available Shard, but you must return here with the key later on in this Citadel exploration, as part of Side Quest: Shard of the Heroes.

TIP

Consumables: Remember to look through your available Consumables in the Inventory screen, and cycle through your instant-use Shards and potions just before major combat.

(Optional) At this point, any pre-order Packs you may have chosen are added to your Inventory Menu, making this a great point to pause your adventure and go over the three screens (Inventory, Character Development, and Lore). For the moment, check out any of the following four pre-order bonuses, and equip yourself with them if they included weapons, or the Courage Heavy Armor (pictured).

The Monk's Decipher:

Item: Margyr (Dagger)

Item: Thehk (Hammer)

Item: IHIR (Sword)

The Start Up Boost I:

Item: Health Potion (Potion)

Item: Attribute Point Shard (Shard)

The Start Up Boost II:

Item: Spell Point Shard (Shard)

Item: Sealed Rune (small) (Unknown Rune)

The Lionheart Pack:

Item: Courage Head Armor (Heavy)

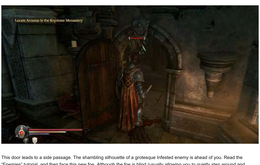
Item: Courage Chest Armor (Heavy)

Item: Courage Wrist Armor (Heavy)

Item: Courage Leg Armor (Heavy)

MAIN QUEST: CITADEL (FIRST VISITATION)

Part 2: Finding the Giant Key for the Giant Door

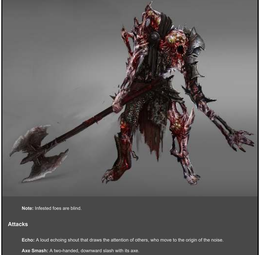


This door leads to a side passage. The shambling silhouette of a grotesque Infested enemy is ahead of you. Read the "Enemies" tutorial, and then face this new foe. Although the foe is blind (usually allowing you to quietly step around and backstab it), smashing through any nearby barrels is noisy, so try not to break anything (except the Infested). Then time a heavy attack and back up into the larger, original entrance area and finish off this foe if necessary. Don't forget to block and strike back immediately afterward!

TIP

There is a chance that every enemy you meet will drop a Shard that contains the weapon it usually uses. This chance increases if you put Attribute points into your Luck. Such weapons aren't critical to your progress, and are picked up randomly.

ENEMY: RHOGAR INFESTED (AXE)



Note: Infested foes are blind.

Attacks

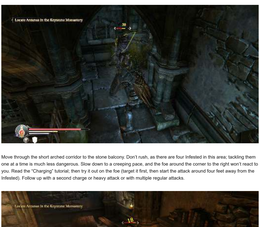
Echo: A loud echoing shout that draws the attention of others, who move to the origin of the noise.

Axe Smash: A two-handed, downward slash with its axe.

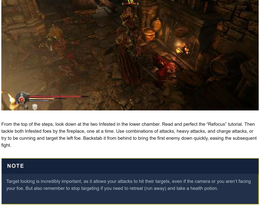
Axe Sweep: A wide and wild horizontal strike, covering nearly 360 degrees.

Tackle: A charge at your last known position, with three weapon swings while charging.

Grab: An attempt to grab you. If successful, you're bitten in the throat before being released.



Move through the short arched corridor to the stone balcony. Don't rush, as there are four Infested in this area; tackling them one at a time is much less dangerous. Slow down to a creeping pace, and the foe around the corner to the right won't react to you. Read the "Charging" tutorial, then try it out on the foe (target it first, then start the attack around four feet away from the Infested). Follow up with a second charge or heavy attack or with multiple regular attacks.

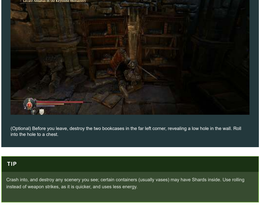


From the top of the steps, look down at the two Infested in the lower chamber. Read and perfect the "Reflcxur" tutorial. Then tackle both Infested foes by the fireplace, one at a time. Use combinations of attacks, heavy attacks, and charge attacks, or try to be cunning and target the left foe. Backstab it from behind to bring the first enemy down quickly, easing the subsequent fight.

NOTE

Target locking is incredibly important, as it allows your attacks to hit their targets, even if the camera or you aren't facing your foe. But also remember to stop targeting if you need to retreat (run away) and take a health potion.

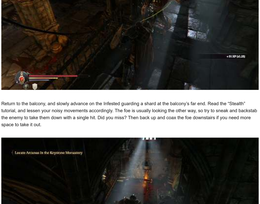
Secret Room 1 of 18: Bookcase Alcove



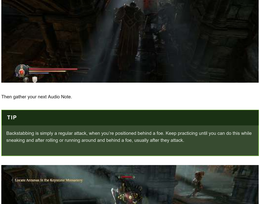
(Optional) Before you leave, destroy the two bookcases in the far left corner, revealing a low hole in the wall. Roll into the hole to a shed.

TIP

Crash into, and destroy any scenery you see; certain containers (usually vases) may have Shards inside. Use rolling instead of weapon strikes, as it is quicker, and uses less energy.



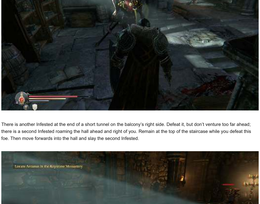
Return to the balcony, and slowly advance on the Infested guarding a shard at the balcony's far end. Read the "Stealth" tutorial, and lessen your noisy movements accordingly. The foe is usually looking the other way, so try to sneak and backstab the enemy to take them down with a single hit. Did you miss? Then back up and coax the foe downstairs if you need more space to take it out.



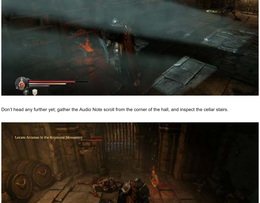
Then gather your next Audio Note.

TIP

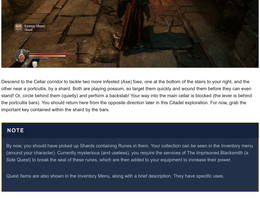
Backstabbing is simply a regular attack, when you're positioned behind a foe. Keep practicing until you can do this while sneaking and after rolling or running around and behind a foe, usually after they attack.



There is another Infested at the end of a short tunnel on the balcony's right side. Defeat it, but don't venture too far ahead; there is a second Infested roaming the hall ahead and right of you. Remain at the top of the staircase while you defeat this foe. Then move forwards into the hall and slay the second Infested.



Don't need any further yet; gather the Audio Note scroll from the corner of the hall, and inspect the cellar stairs.

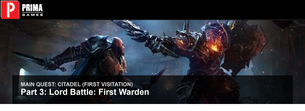


Descend to the Cellar corridor to tackle two more Infested (Axe) foes, one at the bottom of the stairs to your right, and the other near a portcullis, by a shard. Both are playing possum, so target them quickly and wound them before they can even stand! Or, circle behind them (quietly) and perform a backstab! Your way into the main cellar is blocked (the lever is behind the portcullis bars). You should return here from the opposite direction later in this Citadel exploration. For now, grab the important key contained within the shard by the bars.

NOTE

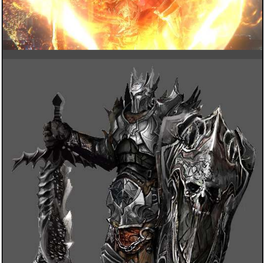
By now, you should have picked up Shards containing Runes in them. Your collection can be seen in the Inventory menu (around your character). Currently mysterious (and useless), you require the services of The Imprisoned Blacksmith (a Side Quest) to break the seal of these runes, which are then added to your equipment to increase their power.

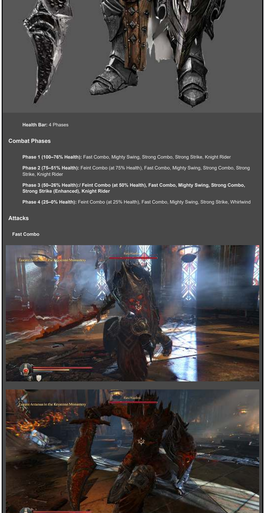
Quest items are also shown in the Inventory Menu, along with a brief description. They have specific uses.



INITIATION ROOM (LORD FIGHT)

LORD: FIRST WARDEN





Health Bar: 4 Phases

Combat Phases

Phase 1 (100–76% Health): Fast Combo, Mighty Swing, Strong Combo, Strong Strike, Knight Rider

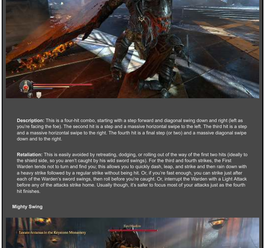
Phase 2 (75–51% Health): Feint Combo (at 75% Health), Fast Combo, Mighty Swing, Strong Combo, Strong Strike, Knight Rider

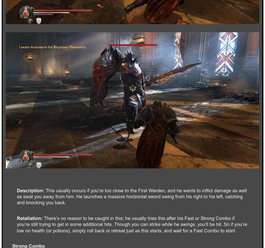
Phase 3 (50–26% Health): **Feint Combo (at 50% Health), Fast Combo, Mighty Swing, Strong Combo, Strong Strike (Enhanced), Knight Rider**

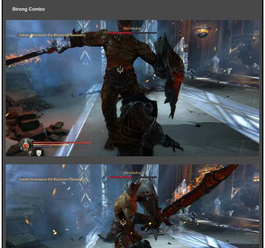
Phase 4 (25–0% Health): Feint Combo (at 25% Health), Fast Combo, Mighty Swing, Strong Strike, Whirlwind

Attacks

Fast Combo



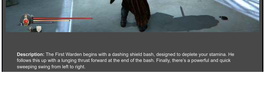




Description: This is a four-hit combo, starting with a step forward and diagonal swing down and right (left as you're facing the foe). The second hit is a step and a massive horizontal swipe to the left. The third hit is a step and a massive horizontal swipe to the right. The fourth hit is a final step (or two) and a massive diagonal swipe down and to the right.

Retaliation: This is easily avoided by retreating, dodging, or rolling out of the way of the first two hits (ideally to the shield side, so you aren't caught by his wild sword swings). For the third and fourth strikes, the First Warden tends not to turn and find you; this allows you to quickly dash, leap, and strike and then rain down with a heavy strike followed by a regular strike without being hit. Or, if you're fast enough, you can strike just after each of the Warden's sword swings, then not before you're caught. Or, interrupt the Warden with a Light Attack before any of the attacks strike home. Usually though, it's safer to focus most of your attacks just as the fourth hit finishes.

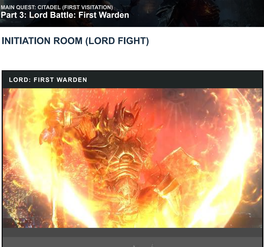
Mighty Swing



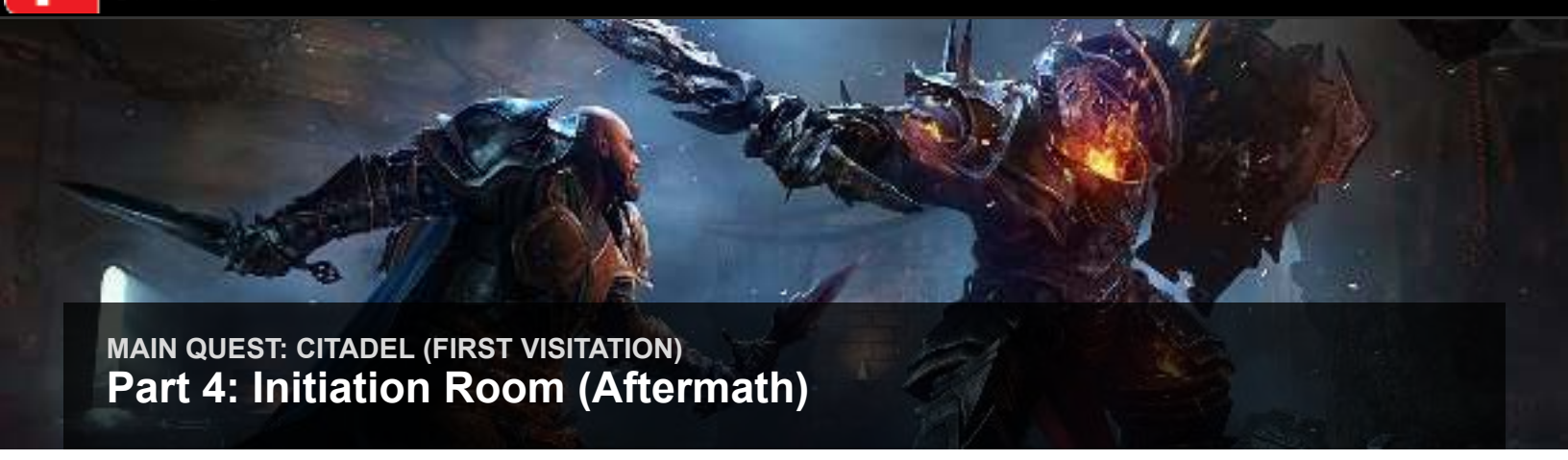
Description: This usually occurs if you're too close to the First Warden, and he wants to inflict damage as well as swat you away from him. He launches a massive horizontal sword swing from his right to his left, catching and knocking you back.

Retaliation: There's no reason to be caught in this; he usually tires this after his Fast or Strong Combo if you're still trying to get in some additional hits. Though you can strike while he swings, you'll be hit. So if you're low on health (or potions), simply roll back or retreat just as this starts, and wait for a Fast Combo to start.

Strong Combo



Description: The First Warden begins with a dashing shield bash, designed to deplete your stamina. He follows this up with a lunging thrust forward at the end of the bash. Finally, there's a powerful and quick sweeping swing from left to right.



MAIN QUEST: CITADEL (FIRST VISITATION)

Part 4: Initiation Room (Aftermath)

OBJECTIVE

Look for Kaslo.

Kaslo has been hurt. Find him before the time runs out.

LORD'S HIDDEN WEAPON: PERSISTENCE (ENHANCED GREATSWORD)

Once the First Warden is slain, you can pick up the weapon he carried, along with a Rune. This weapon is a Greatsword called "Persistence". However, its effects vary depending on your previous combat actions:

Normal Combat: The normal version of this weapon is awarded.

Flawless Combat: Finish off the First Warden without being wounded at all (blocking is fine, as long as no health was lost at any point) and the enhanced version of this weapon is awarded.

NOTE

The Enhanced Persistence has a different Heavy attack when wielded One-Handed. It is now an overhead strike that creates a travelling stone wave when it hits the ground!

This is the first nonrandom weapon you can pick up. Inspect it in your Inventory. Toggle the details so you can compare it to your other weapons (also toggle "Sorting" so you can see the damage ratings and other pertinent stats of all your weapons). Some weapons have an attribute "requirement" (e.g., having Strength of 15) before the full potency (usually damage) can be effective. So pick a weapon you like, then add Attribute Points so you can use it properly.

Approach the checkpoint, and read the Tutorial information on Levelling Up. Don't miss out on learning the following:

Refilling health potions

Setting your respawn location

Spending XP for spells and Attribute Points

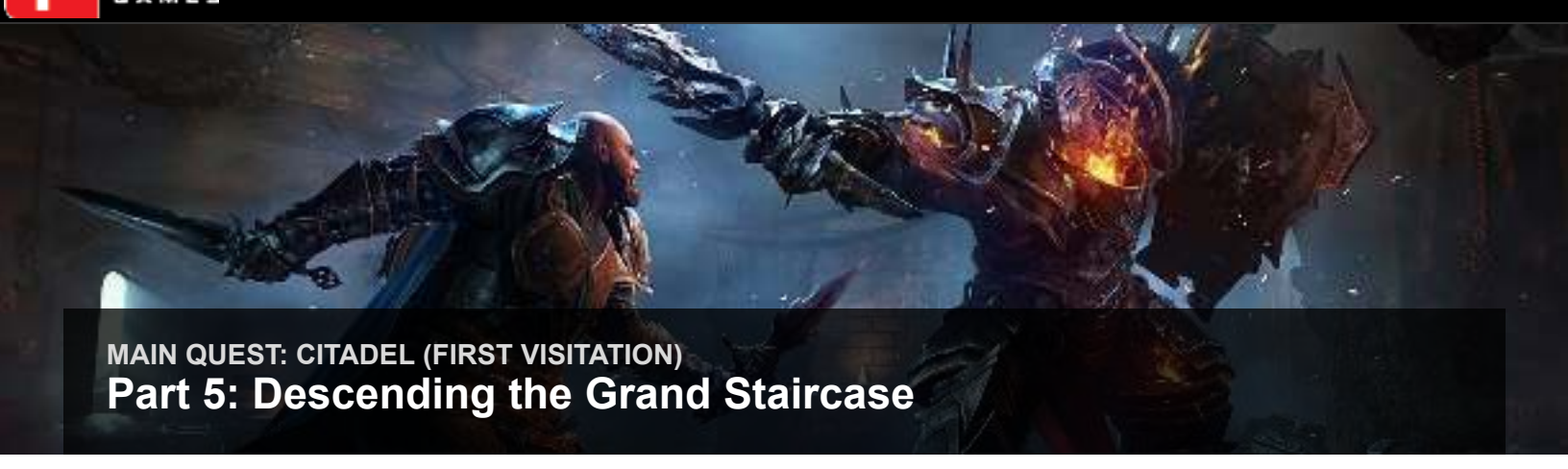
Be sure you bank some XP and increase some Attribute Points before you leave the checkpoint. You can then backtrack to the Challenge Portal or continue.

TIP

For Warriors, increase your Strength and wield this Greatsword using one or both hands (try this and change your stance; Infested foes become easy to cut down with a single strike!). Ignore your Agility attribute from this point on.

For Clerics, the time has come to increase your Faith, and choose whether you want to focus on weapons that have a Strength or Agility requirement. Though you can place points into both Strength and Agility, your attacks won't be as potent.

For Rogues, increase your Agility and continue to wield your Daggers; there are some great weapons to use in the forthcoming rooms. Ignore your Strength attribute from this point on.



MAIN QUEST: CITADEL (FIRST VISITATION)

Part 5: Descending the Grand Staircase

NORTHERN MONASTERY WING AND CELLAR (CONTINUED)

Optional Quest Steps: None

Available Activities

Audio Note: Three Heroes

Audio Note: Villager Notes

Challenge: Treasure Room 1

Human Skull (1 of 30)

Secret Room: Hidden Cellar Antechamber

Secret Room: Spider Cocoon Room

Secret Room: Northern Monastery Wing Corridor

Side Quest 1: Missing in Action

Side Quest 2: The Rhogar Skull Collector

Side Quest 3: Shard of the Heroes

Enemies:

Infested (Axe) x6

Rhogar Marauder x1

Demonic Spider x3

Demonic Spiders (Small)

Infested (Shortsword) x1

NOTE

If you're having trouble killing either the Marauder or Infested, separate them by retreating farther into the initiation room.

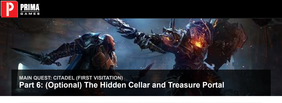
Be sure you've gathered the Audio Note in the corner of the stone balcony near the top of the grand staircase, before you inspect a treasure chest containing an alternate set of armor if you wish to try lighter (or heavier) armor sets.

TIP

Gaining XP: Have you noticed that successive kills without using Checkpoints nets you more XP per enemy? Look for the multiplier as the XP is rewarded to see what it currently is at. You also increase your chances of finding better loot from foes, too. Remember that you risk your XP (and can't spend it on Spells or Attributes) unless you bank it! If you're finding combat easy, ignore Checkpoints until you're about to face a Lord, or you find a weapon that requires an Attribute increase to wield properly. That's the best time to cash everything in!

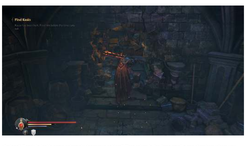
Descend the staircase to the landing with two doors, and enter the right one (the first you come to). Either of them lead to three tight dungeon rooms with an Infested in the outer chambers and a chest in the middle. Remember to enter the left chamber from the staircase, as the Infested in this room is guarding an Audio Note.

Then secure the impressive Monk Staff from the chest in the middle room before reading the Tutorial on "Secrets", and deciding whether you wish to break into the dreaded cellar or continue to the bottom of the stairs.



MAIN QUEST, CITADEL (FIRST VISITATION)

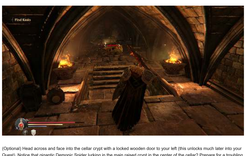
Part 6: (Optional) The Hidden Cellar and Treasure Portal



(Optional) Ready to tackle some extremely dangerous spiders? Then return to the three small stone chambers where you found the Monk Staff. Look at the stone wall opposite the chest you ransacked to find the staff. Though the wall seems sturdy, if you execute a Shield Charge, it breaks apart, allowing you to stumble into the cellar. Grab the shard as you arrive.

TIP

Perform the Shield Charge by Sprinting and then Blocking (holding your shield out) just before you reach the wall. This may take one or two tries to get the timing right.



(Optional) Head across and face into the cellar crypt with a locked wooden door to your left (this unlocks much later into your Quest). Notice that gigantic Demonic Spider lurking in the main raised crypt in the center of the cellar? Prepare for a troubling battle, and don't be afraid to retreat or flee if you're caught in one of its deadly attacks! After you slay the spider, venture up onto the raised crypt zone.

CAUTION

The Demonic Spider may spawn smaller offspring, which are almost as nasty, especially as they are difficult to hit. Quickly deal with them (ideally one at a time). One good way to dispatch them is a single, well-timed heavy strike that hits low.

ENEMY: DEMONIC SPIDER

Note: Some spider attacks are poisonous.

Attacks

Bite: A savage bite attempt that may hit twice, with the possibility of ongoing poison damage.

Poisonous Spit: A cloud of venomous spit that poisons you. This is more potent than the spit the spider emits if enraged.

Leap: The spider leaps toward you and damages you if the strike connects.

Leg Lash: A frontal swipe attack, dealing damage and knocking you backward.

Pound: A swift pummeling that causes damage and knocks you backward if you're behind the spider.

Dodge: The spider dodges your incoming attacks by jumping backward.

Unique Attacks

Leg Eggs: If left unattended after seeing you, the spider may hatch a small offspring. Up to four can be hatched, elongating the fight and the danger.

Enrage: If you stay any of the Small Spiders while the larger spider is alive, she becomes enraged: Movement and attack speed are higher.

ENEMY: DEMONIC SPIDER (SMALL)

Note: Some spider attacks are poisonous.

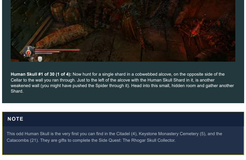
Attacks

Bite: A savage bite attempt that may hit twice, with the possibility of ongoing poison damage.

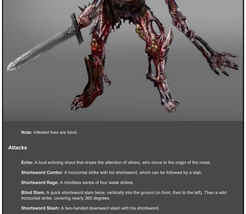
Poisonous Spit: A cloud of venomous spit that poisons you, dealing medium damage.

Leap: The spider leaps toward you and damages you with medium force if the strike connects.

Dodge: The spider dodges your incoming attacks by jumping backward.



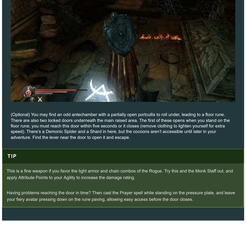
(Optional) Check the main crypt area (the raised area with the stone coffins), demolishing two Infested foes that are lurking near these stone coffins (one of which is a variant armed with a shortsword). Beware of this new Infested variant, as he has far more endurance than the Axe-wielding Infested foes you've previously faced. At the exit steps from the raised crypt, there's a lever near a portcullis; the same set of bars you found when gathering the Giant Key earlier. This leads back to the Northern Monastery Wing, and a quick trip to the (now open) Challenge Portal. But stay in the Cellar for the moment.



(Optional) Scour the perimeter Cellar passages for two more Demonic Spiders. Beware of the Small Spiders they may spawn. Try keeping quiet, and attacking the Spider's thorax as your initial attack, as it inflicts double damage.

Side Quest: The Rhogar Skull Collector

Secret Room 2 of 18: Hidden Cellar Antechamber

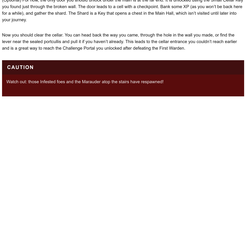


Human Skull #1 of 35 (1 of 4): Now hunt for a single shard in a cobwebbed alcove, on the opposite side of the Cellar to the wall you ran through. Just to the left of the alcove with the Human Skull Shard in it, is another weakened wall (you might have pushed the Spider through it). Head into this small, hidden room and gather another Shard.

NOTE

This odd Human Skull is the very first you can find in the Citadel (A), Keystone Monastery Cemetery (S), and the Catacombs (21). They are gifts to complete the Side Quest: The Rhogar Skull Collector.

ENEMY: RHOGAR INFESTED (SHORTSWORD)



Note: Infested foes are blind.

Attacks

Echo: A loud echoing shout that draws the attention of others, who move to the origin of the noise.

Shortsword Combo: A horizontal strike with his shortsword, which can be followed by a stab.

Shortsword Rage: A mindless series of four weak strikes.

Blind Stam: A quick shortsword stam bevie, vertically into the ground (in front, then to the left). Then a wild horizontal strike, covering nearly 360 degrees.

Shortsword Stash: A two-handed downward stash with his shortsword.

Tackle: A charge at your last known position, with three weapon swings while charging.

Grab: An attempt to grab you. If successful, you're bitten in the throat before being released.

Side Quest: Missing in Action

Secret Room 3 of 18: Spider Cocoon Room

(Optional) You may find an odd antechamber with a partially open portcullis to roll under, leading to a floor rune. There are also two locked doors underneath the main raised area. The first of these opens when you stand on the floor rune; you must reach this door within five seconds or it closes (remove clothing to lighten yourself for extra speed!). There's a Demonic Spider and a Shard in here, but the cocoons aren't accessible until later in your adventure. Find the lever near the door to open it and escape.

TIP

This is a fine weapon if you favor the light armor and chain combos of the Rogue. Try this and the Monk Staff out, and apply Attribute Points to your Agility to increase the damage rating.

Having problems reaching the door in time? Then cast the Prayer spell while standing on the pressure plate, and leave your fiery avatar pressing down on the rune paving, allowing easy access before the door closes.

(Optional) For now, the only door you should unlock under the main is at the far end. It is unlocked using the Small Cellar Key you found just through the broken wall. The door leads to a cell with a checkpoint. Bank some XP (as you won't be back here for a while), and gather the shard. The Shard is a Key that opens a chest in the Main Hall, which isn't locked until later into your journey.

Now you should clear the cellar. You can head back the way you came, through the hole in the wall you made, or find the lever near the sealed portcullis and pull it if you haven't already. This leads to the cellar entrance you couldn't reach earlier and is a great way to reach the Challenge Portal you unlocked after defeating the First Warden.

CAUTION

Watch out: those Infested foes and the Marauder atop the stairs have respawned!